SNS-RK-USA

THE ROCKETEER

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Vinnie's Lair

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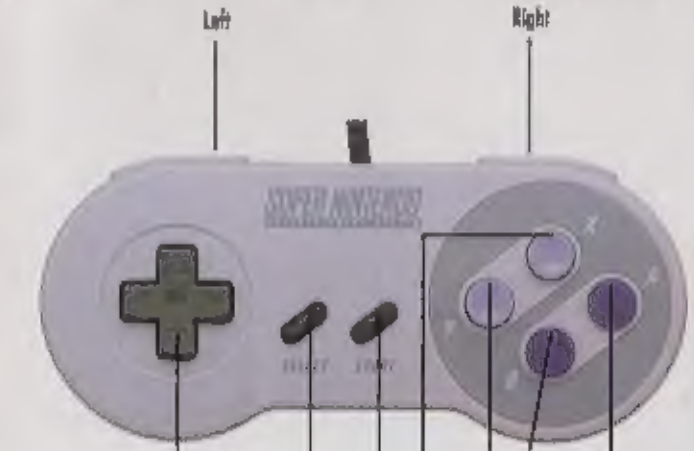
Thank you for selecting The Rocketeer Game Pak from IGS for your Super Nintendo Entertainment System.

TABLE OF CONTENTS

Controller Operation	2
Rocketeer	3
How To Play The Game	5
At The Races	7
Invasion	11
Hanger	15
Battle In The Skies	16
Final Flight	19
Your Scores	21

DETAILS OF CONTROLLER OPERATION

For detailed instructions regarding the operation of all controls, please see the individual instructions beginning on page 8.



* Both of the Super Nintendo Entertainment System controllers are the same.
* Plug a controller into Controller Socket One, located on the front panel of the Super Nintendo Entertainment System Control Deck.

Vinnie's Lair

BIGELOW'S AIR FIELD

Home of the Rocketeer

Excitement and surprises for everyone as we witness Cliff Secord take on the top flyers from the National Air Races in the most advanced flying machines of our day. See the Locust—America's most advanced technological achievement in fighter aviation history.

See the Rocketeer fly the Cirrus X-3 Rocket pack. He'll dazzle and amaze young and old!

Watch the best pilots go head to head in a battle to the finish line!

Look at beautiful starlet Jenny Blake award the prizes!

THRILLS

SPILLS

CLIFF SECORD TAKES TO THE SKIES AGAIN!

CHILLS

America's top pilot returns to Bigelow's Air Field to once again thrill his hometown crowd. Cliff has already set his hopes on winning a shining trophy in the race and sharing the glory with his girlfriend, the beautiful Jenny Blake. Little does Cliff or Peevy know that there is someone in the audience who has other plans for the new Cirrus X-3 rocketpack....

Now it's your turn to do battle against the Nefarious Villain and his gang of Enemy Invaders. They will stop at nothing to steal your rocketpack. If you are courageous enough, you can conquer insurmountable odds. Rescue your friends and save the country from the despicable plans of the Villainous Forces. You are The Rocketeer!

HOW TO PLAY THE GAME

Please read this instruction booklet thoroughly to ensure proper handling of your new game. Save this booklet for future reference.

Move the power switch on your Super Nintendo Entertainment System to the OFF position. Never insert or remove a Game Pak when the power is ON.

Make sure that a controller is plugged into Port 1 (and Port 2 if two players intend to play the game)

Insert the Game Pak into your Super Nintendo Entertainment System, with the label facing you. Move the Power Switch to the On position. The Title screen will appear, followed by a demo mode.

Press Start and the screen to select the number of players will appear. Use the Control Pad or the Select button to select how many players. Press Start to accept the number of players.

Press Start to begin the game. If 2 players will be playing the game, you must select the second player's skill level by repeating the steps in the Skill Level Selection, then press Start.

To pause the game at any time, press the Start button.

The Rocketeer starts the game with three chances. You will lose a chance if you crash while flying your plane or your rocketpack. A chance will be lost each time your energy meter is depleted.

Certain scenes contain items that will help you in your adventure. A medical bag will restore your health. A fuel canister will restore your fuel supply. A 1-UP will add an extra chance. Find these items and grab 'em!

If you have chosen to play in 2 player mode, the game play will alternate between the two players. If a player has lost his chances, the other player will continue the game until that player either completes the game or loses all of his chances.

The game has 8 stages. The story is told through comic panels which will carry you through the adventure. To skip these panels, press the A button once.

Scoring

At the end of each round, Peevy will let you know the total points that you have accumulated during the stage you have just completed. Each threat you defeat has a special point value. To find out how many points are given for each, look in the following sections that describe each stage.

The game begins at the Races....

Vinnie's Lair

AT THE RACES

It's a great day for racing at Bigelow Air Field, and the competitors are ready to throttle their engines. To win the race, you must achieve the best lap time, and the least amount of collisions. Get the GeeBee off the ground as quickly as you can by pressing the A Button and down on your control pad. Stay close to the pylons, but be careful not to hit them. Keep it steady down the straightaways and watch out for other planes. If you hit the pylons or the other planes too hard, you will be grounded . The control pad works like a normal airplane. Push up to dive and down to climb. Move left and right to bank, and stay away from the other planes. Be sure to use the small window at the bottom of the screen to help you hug those pylons!!

You must win 2 races in the Gee Bee before you get the chance to go on.

Controls

Increase Throttle	Press Button A
Decrease Throttle	Press Button B
Climb	Press down on the Control Pad
Dive	Press up on the Control Pad
Bank Left	Press left on Control Pad
Bank Right	Press right on the Control Pad

Scoring

200 points for each lap completed
10,000 points for winning a race

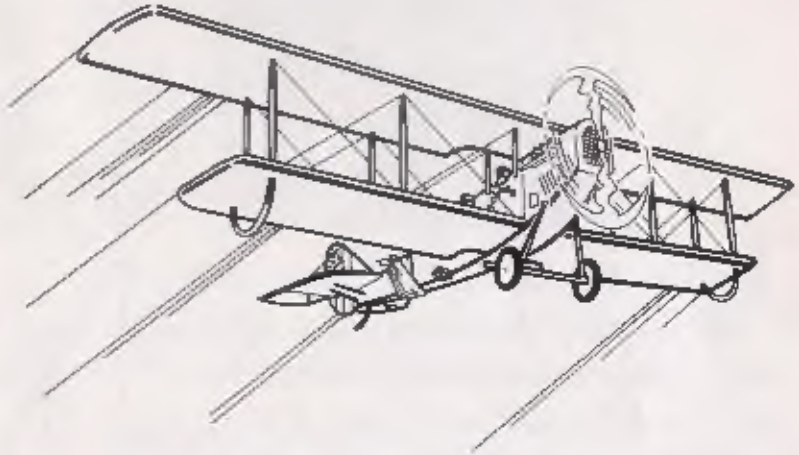
Once you have taken on the competition and won, the Cirrus X-3 rocketpack is waiting. If you win the next race with the rocket-pack, the sky's the limit for you and Peevy, with fame and fortunes on the horizon.

The Yellow GeeBee (Your Plane)

Cliff Secord flies the plane that took the 1931 Nationals trophy. The Gee Bee R-1 has over 900 horsepower and is the most powerful engine in the air. Small but mighty, this craft is tough to maneuver. It doesn't grab the wind well, so anyone at the stick has to fight the turns and take 'em tight, then go full power in the straightaways.

The Blue Caudron (Your Opponent)

This C460 model set the 1934 world speed record, with a top speed of 317 mph. Flying best in the straightaways, this baby wants lots of room to get up to speed.

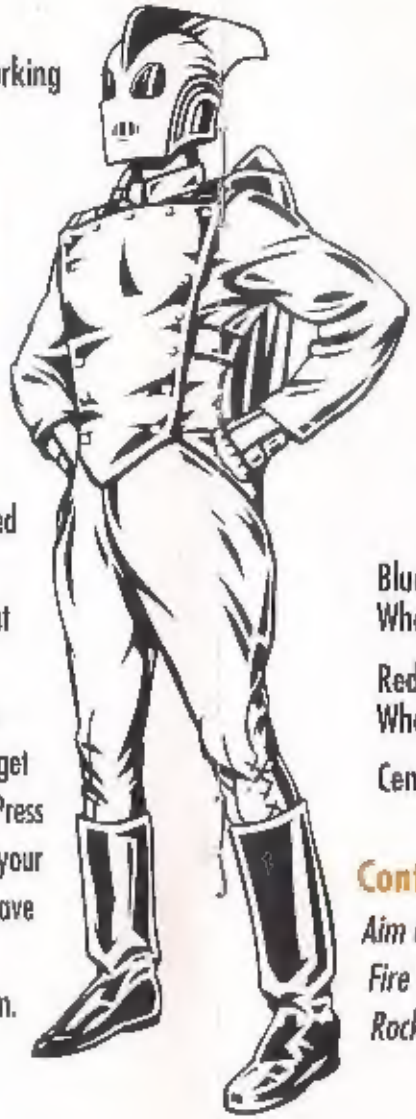


The Red Wedell-Williams (Your Other Opponent)

Winner of the Bendix trophy three years in a row, the Wedell-Williams is a sleek, all-round performer. While not as fast as the Caudron or as powerful as the Gee Bee, it has great maneuverability, allowing turns at full throttle that hug those pylons.

Invasion

But wait... what shadows are those that seem to be lurking inside the Hanger?



The Nefarious Villain and his Invasion Force have invaded the hanger, hiding behind anything they can find. Their mission? To steal the rocketpack plans and the Cirrus X-3 at all costs. To defend yourself, you are forced to shoot everything that moves. Using the Control Pad, position the gunsight, and press Button A to fire. Sometimes it pays to get off the ground. To use the rocketpack press the B Button. Press the B Button again to land. Be sure to keep a close eye on your fuel gauge. When the enemy power meter is empty, you have defeated them. Fuel canisters, 1-UP's and power-ups will appear to help you out. Pick these up by moving over them.

Blue: Rocketeer energy level.
When the gauge is empty one chance is lost.

Red: Enemy energy level.
When the gauge is empty, the enemy has been defeated.

Center: Rocketpack fuel level.

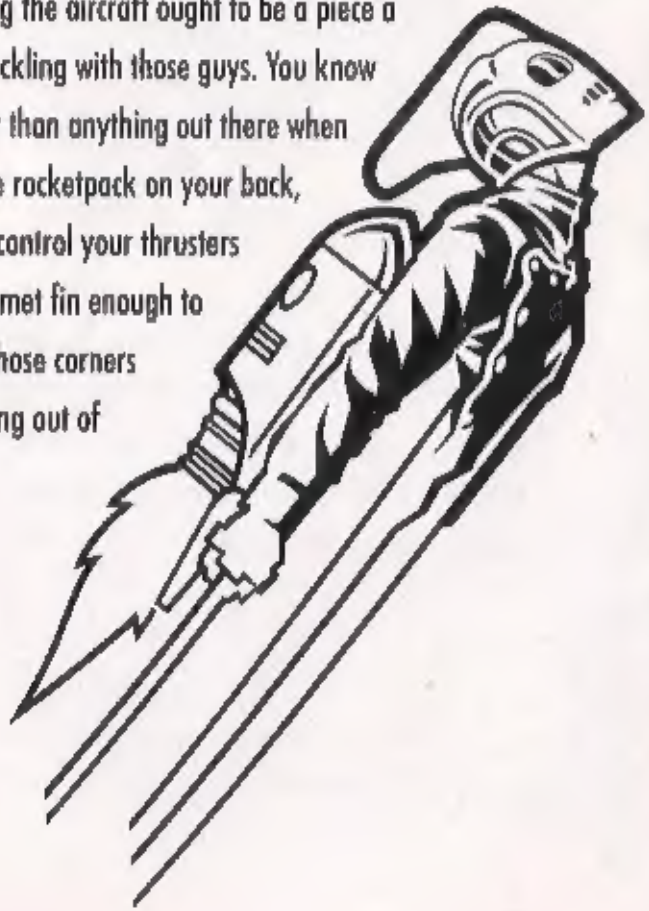
Controls

Aim at target	Use Control Pad to Aim Crosshairs
Fire Gun	Press Button A
Rocket Pack On/Off	Press Button B

Vinnie's Lair

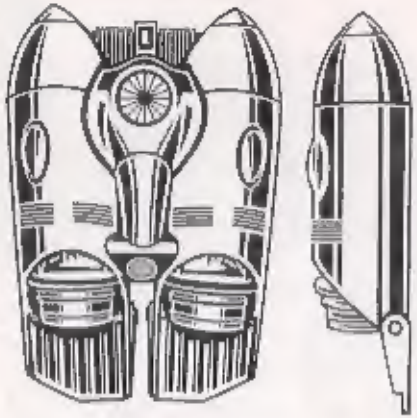
Rocket Race

Either someone is very interested in getting their hands on the Cirrus X-3, or else they really don't want to see you win the next race! Beating the aircraft ought to be a piece a cake after tackling with those guys. You know you're faster than anything out there when you strap the rocketpack on your back, but can you control your thrusters and your helmet fin enough to get around those corners without getting out of control?



Rocketpack

The Cirrus X-3 Rocket pack offers a glimpse into the future. It was put together by some of the best minds in America, and the enemy is still trying to figure it out. With twin rockets that burn fuel but not you, its power is phenomenal.



Controls

Increase Throttle	Press Button A
Decrease Throttle	Press Button B
Climb	Press down on the Control Pad
Dive	Press up on the Control Pad
Bank Left	Press left on Control Pad
Bank Right	Press Right on the Control Pad

Scoring

200 points for each lap completed
10,000 points for winning a race

The Hanger

The cheers of the crowd still ringing in your ears, you and Peevy head back to the hanger to plan for the next challenge. Just when you thought it was safe to celebrate, the enemies' back, but this time they're better equipped, and they've brought their secret weapon, the Armored Flying Tank. Watch out for those grenades! The enemy has been defeated when the power level becomes empty.

Blue: Rocketeer energy level.
When the gauge is empty one chance is lost.

Red: Enemy energy level.
When the gauge is empty, enemy has been defeated

Center: rocketpack fuel level

Scoring

100-250 points for each enemy hit. The sooner the hit the higher the score.

10,000 points for defeating the AFT Armored Flying Tanks-AFT's

Controls

Aim at target	Use Control Pad to Aim Crosshairs
Fire Gun	Press Button A
Rocket Pack On/Off	Press Button B

Battle in the Skies

Stage 1: Pursuit

This time they've gone too far! Jenny and Peevy have been taken as hostages aboard the Locust, hijacked by the Enemy in an attempt to get you, the Rocketeer, into their trap!

Using the rocketpack to maneuver , you must battle against falling bombs, paratrooping Invaders, Enemy Rocketmen and V-1 rockets in an attempt to reach the Locust and rescue Jenny and Peevy. Stay out of the way of these deadly obstacles and try to shoot as many as possible. The more objects you hit, the faster you will move toward the Locust. When Americans invent a good thing, the enemy is bound to try to copy it. These test pilot Rocketmen are good shots, and they will maneuver around you trying to outsmart you.The enemy rockets are liquid-propellant rockets designed to explode on contact. Shoot them down if you can, before they destroy you. Restore your health by flying through power-ups in the shape of medical kits. Gain extra chances with 1-Ups. Capture the SuperShot Star and use its powerful blast to clear your path.

Virgin's Lair

Controls

To fly the rocketpack or the Locust use the Control Pad for moving up, down, left, or right.

Fire weapon	Push Button A
Fire SuperShot	Push Button B

Scoring

200 points for paratrooping enemy
125 points for falling bombs
100 points for parachute bombs
400 points for V-1 rockets
500 points for enemy rocketmen
125 points for mines
500 points for AFT's
350 Points for V-2 rockets
10,000 points for completing the round

Stage 2: Aboard the Locust

You've done the impossible by making it to the Locust, only to find that things are not as they seem...Using the million dollar Locust, you need to battle against falling bombs, rockets, Enemy Fighters and Armored Flying Tanks!. The more you hit, the closer you get to rescuing Jenny.

Watch for RED tool boxes attached to mini-zepplins to patch up damage to your fighter. To pick them up, fly over them.

FINAL FIGHT

You have just enough rocket fuel to reach the Zeppelin. As you arrive, you see Jenny, and the Nefarious Villain standing on the wing! These guys will stop at nothing to get what they want! Is it possible to reach Jenny before she is harmed? It looks like there's just one opponent standing in your way, but wait....

Move forward and get ready to punch it out with whoever stands in your way. Watch out for those grenades thrown from above! Jenny and the world are counting on you!

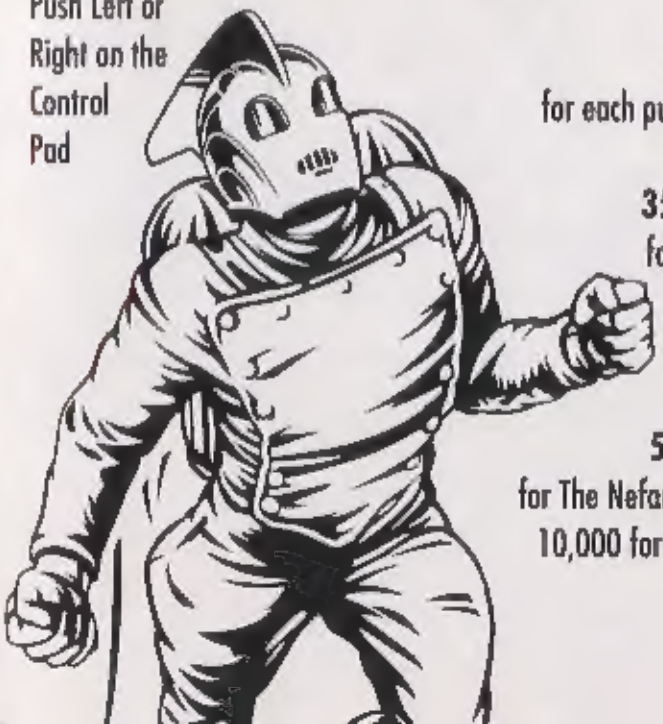
Controls

Right Punch:
Push Button A

Left Punch:
Push Button B

Duck:
Push Down on Control Pad

Move Left or Right:
Push Left or Right on the Control Pad



Scoring

75 points
for each punch landed

350 points
for defeating the Enemy Rocketmen

500 points
for The Nefarious Villain
10,000 for completing the round

YOUR SCORES

Date	Name	Score

YOUR SCORES

Date	Name	Score

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